



<b>FORM/PTO - 1449</b>	<b>ATTORNEY DOCKET NO.: SNS-009B</b>
<b>SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT</b>	<b>APPLICANT:</b> Jennings et al.
	<b>SERIAL NO.:</b> 10/017,148
	<b>FILING DATE:</b> December 14, 2001
	<b>GROUP:</b> 2671

## U.S. PATENT DOCUMENTS

EXAM. INIT.		DOCUMENT NUMBER	DATE	NAME	CLASS	SUB CLASS	FILING DATE IF APPROPRIATE
Kn	A169	5,903,270	05/11/1999	Gentry et al.			
	A170	5,963,212	10/05/1999	Bakalash			
	A171	5,973,678	10/26/1999	Stewart			
	A172	6,064,394	05/16/2000	Morrison			
	A173	6,384,822 B1	05/07/2002	Bilodeau et al.	345	422	10/13/99
	A174	6,608,631	08/19/2003	Milliron			
Kn	A175	2003/0117411	06/26/2003	Fujiwara et al.			

## FOREIGN PATENT DOCUMENTS

EXAM. INIT.		DOCUMENT NUMBER	DATE	COUNTRY CODE	CLASS	SUB CLASS	FILING DATE	ABSTRACT ONLY	ENGLISH LANG (Y/N)

## OTHER ART, JOURNAL ARTICLES, ETC.

EXAM. INIT.	OTHER DOCUMENTS: (Including Author, Title, Date, Relevant Pages, Place of Publication)								
Kn	C69	"3-D Animation Workshop," printed 7/29/03, <a href="http://webreference.com/3d/">http://webreference.com/3d/</a> , Lessons 39, 64-68, and 72; 79 pgs.							
	C70	Alejandro, "What is a Tessellation?" <u>The Math Forum, Drexel University</u> , printed 07/29/03, <a href="http://mathforum.org/sum95/suzanne/whattess.html">http://mathforum.org/sum95/suzanne/whattess.html</a> , 4 pgs.							
	C71	Altmann, "About Nonuniform Rational B-Splines - NURBS," Worcester Polytechnic Institute, printed 7/29/03, <a href="http://www.cs.wpi.edu/~matt/courses/cs563/talks/nurbs.html">http://www.cs.wpi.edu/~matt/courses/cs563/talks/nurbs.html</a> , 6 pgs							
	C72	Arraich, "Quick Mask," <a href="http://www.arraich.com/ref/aatool_quick_mask6.htm">http://www.arraich.com/ref/aatool_quick_mask6.htm</a> , 3 pgs.							
	C73	Bentley, "Rendering Cubic Bezier Patches," Worcester Polytechnic Institute, printed 11/17/03, <a href="http://www.cs.wpi.edu/~matt/courses/cs563/talks/surface/bez_surf.html">http://www.cs.wpi.edu/~matt/courses/cs563/talks/surface/bez_surf.html</a> , 10 pgs.							
	C74	Birn, "Tutorial: NURBS Head Modeling," printed 07/29/03, <a href="http://www.3drender.com/jbirn/ea/HeadModel.html">http://www.3drender.com/jbirn/ea/HeadModel.html</a> , 5 pgs.							
	C75	"Curves," <u>Avid Technology</u> , printed 11/06/03, <a href="http://www.iro.umontreal.ca/~roys/softimage/html/model/curves.html">http://www.iro.umontreal.ca/~roys/softimage/html/model/curves.html</a> , chapter 10, 10 pgs.							
	C76	Farin, "NURBS," printed 11/17/03, <a href="http://www.eros.cagd.eas.asu.edu/~farin/rbook/toc.html">www.eros.cagd.eas.asu.edu/~farin/rbook/toc.html</a> , 2 pgs.							
	C77	Feldman, "Texture Mapping," <a href="http://www.geocities.com/SiliconValley/2151/tmap.html">http://www.geocities.com/SiliconValley/2151/tmap.html</a> (22pgs.)							
Kn	C78	Fisher et al., "Pixel Values," <a href="http://www.dai.ed.ac.uk/HIPR2/value.htm">http://www.dai.ed.ac.uk/HIPR2/value.htm</a> (1 pg.)							

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Kimberly Nguyen

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SHEET 2 OF 3

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kn	C79	Foskey et al, "ArtNova: Touch-Enabled 3D Model Design," Proceedings of IEEE Virtual Reality 2002, March 24-28, 2002, Orlando, Florida pgs. 119-126.
	C80	"Fundamentals of NURBS Modeling," <u>Avid Technology</u> , printed 11/06/03, <a href="http://www.iro.umontreal.ca/~roys/softimage/html/model/nurbs_basics.html">http://www.iro.umontreal.ca/~roys/softimage/html/model/nurbs_basics.html</a> , chapter 9, 7 pgs.
	C81	Gu et al., "Global Conformal Surface Parameterization," Eurographics Symposium on Geometry Processing (2003), 12 pgs.
	C82	"How to use Postscript Art as a Stencil in Photoshop," <u>Swanson Tech Support, Photoshop Techniques 004</u> , 4 pgs.
	C83	Komerska et al., "Haptic Interface for Center-of-Workspace Interaction: Demonstration Paper," <u>Haptics Interfaces for Virtual Environments and Teleoperator Systems (2002)</u> , pp. 352-353.
	C84	Komerska et al., "Haptic Task Constraints for 3D Interactions," <u>Proceedings, IEEE Haptics Interfaces for Virtual Environments and Teleoperator Systems</u> , (March 22-23, 2003), pp. 270-277.
	C85	Lenzmeier, "Color Depth and Color Spaces," <a href="http://www.csbsju.edu/itservices/teaching/c_space/colors.htm">http://www.csbsju.edu/itservices/teaching/c_space/colors.htm</a> (3 pgs.).
	C86	"Lesson 12: Blur, Sharpen & Smudge," <a href="http://iit.bloomu.edu/vthc/Photoshop/enhancing/blurring.htm">http://iit.bloomu.edu/vthc/Photoshop/enhancing/blurring.htm</a> , 3 pgs.
	C87	"Lesson 14: Selection Tools," <a href="http://iit.bloomu.edu/vthc/Photoshop/BLENDING/selectiontools.htm">http://iit.bloomu.edu/vthc/Photoshop/BLENDING/selectiontools.htm</a> , 7 pgs.
	C88	"Lesson 18: Opacity," <a href="http://iit.bloomu.edu/vthc/Photoshop/SpecialEffects/opacity.htm">http://iit.bloomu.edu/vthc/Photoshop/SpecialEffects/opacity.htm</a> , 2 pgs.
	C89	"Lesson 22: Vector Shapes," <a href="http://iit.bloomu.edu/vthc/Photoshop/DRAWING/vectorshapes.htm">http://iit.bloomu.edu/vthc/Photoshop/DRAWING/vectorshapes.htm</a> (5 pgs.).
	C90	"Lesson 23: Gradients," <a href="http://iit.bloomu.edu/vthc/Photoshop/DRAWING/gradients.htm">http://iit.bloomu.edu/vthc/Photoshop/DRAWING/gradients.htm</a> (7 pgs.).
	C91	"Lesson 19: Color Selection," <a href="http://iit.bloomu.edu/vthc/Photoshop/DRAWING/colorpicker.htm">http://iit.bloomu.edu/vthc/Photoshop/DRAWING/colorpicker.htm</a> (4 pgs.).
	C92	"Lesson 4: Layers," <a href="http://iit.bloomu.edu/vthc/Photoshop/Basics/layers.htm">http://iit.bloomu.edu/vthc/Photoshop/Basics/layers.htm</a> (2 pgs.).
	C93	"Lesson 7: Color Balance," <a href="http://iit.bloomu.edu/vthc/Photoshop/enhancing/colorbalance.htm">http://iit.bloomu.edu/vthc/Photoshop/enhancing/colorbalance.htm</a> (3 pgs.).
	C94	"Lesson 8: Brightness & Contrast," <a href="http://iit.bloomu.edu/vthc/Photoshop/enhancing/brightness&amp;contrast.htm">http://iit.bloomu.edu/vthc/Photoshop/enhancing/brightness&amp;contrast.htm</a> (2 pgs.)
	C95	Miller et al., "The Design of 3D Haptic Widgets," Proceedings of the 1999 Symposium on Interactive 3D Graphics Conference Proceedings, (1999) pp. 1-6.
	C96	Nagel, "A Closer Look: Photoshop's New Paint Engine, Page 2 of 3," March 07, 2002, <a href="http://www.creativemac.com/2002/03_mar/features/ps7dynamics1.htm">http://www.creativemac.com/2002/03_mar/features/ps7dynamics1.htm</a> (6 pgs.).
kn	C97	Nagel, "A Closer Look: Photoshop's New Paint Engine, Page 3 of 3" March 07, 2002, <a href="http://www.creativemac.com/2002/03_mar/features/ps7dynamics1.htm">http://www.creativemac.com/2002/03_mar/features/ps7dynamics1.htm</a> (5 pgs.).

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Cristina Aguiar

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Jan	C98	Nagel, "A Closer Look: Photoshop's New Paint Engine," March 07, 2002, <a href="http://www.creativemac.com/2002/03_mar/features/ps7dynamics1.htm">http://www.creativemac.com/2002/03_mar/features/ps7dynamics1.htm</a> (5 pgs.).
	C99	O'Rourke, "Comp.Graphics.Algorithms Frequently Asked Questions, Section 5. 3D Computations," <a href="http://www.exaflop.org/docs/cgafaq/cga5.html">http://www.exaflop.org/docs/cgafaq/cga5.html</a> (13 pgs.).
	C100	"Points, Nets, Patches..." printed 11/17/03, <a href="http://www.people.nnov.ru/fractal/splines/nets.htm">http://www.people.nnov.ru/fractal/splines/nets.htm</a> , 2 pgs.
	C101	Porter et al., "Compositing Digital Images," Computer Graphics, Vol. 18, Number 3, July 1984, pgs 253-259.
	C102	"Powerful Photoshop Layers: Layer Effects Settings," <a href="http://www.webreference.com/graphics/column32/5.html">http://www.webreference.com/graphics/column32/5.html</a> (5 pgs.).
	C103	"Raindrop Geomagic, Inc. product description for "Geomagic Shape," 10/3/03 printout, <a href="http://www.geomagic.com/products/shape">http://www.geomagic.com/products/shape</a> , 2 pgs.
	C104	"Raindrop Geomagic, Inc. product description for "Geomagic Shape," 11/26/2003 printout, <a href="http://www.geomagic.com/products/shape">http://www.geomagic.com/products/shape</a> , 2 pgs.
	C105	"Raindrop Geomagic, Inc. product description for "Geomagic Studio," <a href="http://www.macdac.com/raindrop/studio.htm">http://www.macdac.com/raindrop/studio.htm</a> (4 pgs.).
	C106	Rea, "Digital Photography and Electronic Imaging Glossary," Version 7.5.2 (August 2000), 40 pgs.
	C107	Rogers, "An Introduction to NURBS," Morgan Kaufmann Publishers, (2000), pp.1-4.
	C108	"Sensible Technologies, "Feature Overview," 11/25/03 printout, <a href="http://www.sensible.com/products/3ddesign/freeform/overview.asp">http://www.sensible.com/products/3ddesign/freeform/overview.asp</a> , 5 pgs.
	C109	"Sensible Technologies, "Feature Overview: Emboss with Wrapped Image," 11/25/03 printout, <a href="http://www.sensible.com/products/3ddesign/freeform/emboss_with_wrap.asp">http://www.sensible.com/products/3ddesign/freeform/emboss_with_wrap.asp</a> , 1 pg.
	C110	"Sensible Technologies, "Free Form Concept System," 01/20/04 printout, <a href="http://www.sensible.com/products/3ddesign/concept/index.asp">http://www.sensible.com/products/3ddesign/concept/index.asp</a> , 2 pgs.
	C111	Sharman, "The Marching Cubes Algorithm," <a href="http://www.exaflop.org/docs/marchcubes/ind.html">http://www.exaflop.org/docs/marchcubes/ind.html</a> (6 pgs.).
	C112	Sorkine, et. al, "Bounded-distortion Piecewise Mesh Parameterization," Proceedings of the Conference on Visualization 2002, Boston, Massachusetts, pgs. 355-362.
	C113	"Surfaces," Avid Technology, printed 11/06/03, <a href="http://www.iro.umontreal.ca/~roys/softimage/html/model/surfs.html">http://www.iro.umontreal.ca/~roys/softimage/html/model/surfs.html</a> , chapter 11, 22 pgs.
	C114	"Tensor Product Spline Surfaces," printed 11/17/03, <a href="http://www.ibiblio.org/e-notes/Splines/Inter.htm">http://www.ibiblio.org/e-notes/Splines/Inter.htm</a> , 3 pgs.
	C115	"Touch-Enabled 3D Model Design," Department of Computer Science, University of North Carolina at Chapel Hill (February 2002 ), 2 pgs.
Jan	C116	Weisstein, "Conformal Mapping," Wolfram Research, printed 11/11/03, <a href="http://mathworld.wolfram.com/ConformalMapping.html">http://mathworld.wolfram.com/ConformalMapping.html</a> , 7 pgs.

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